CPSC 223C Week 05

Week 05 C Concepts

Assignment 1 - Tic-Tac-Toe (Due March 21st)

Write a program that simulates Tic-Tac-Toe. Assume all the normal rules for tic-tac-toe. 3 in a row in any direction wins the game. If all spaces are filled and no player has a match the game results in "Cats Game". A space can not be selected if it is already occupied.

Hint: Start by using a 2D array of chars. Initializing the array to char of '(blank space) will make this assignment much easier to code.

Grading Rubric:

15 Points Program Compiles

• Provide a sample output of cats game and a normal run

15 Well Purposed Control Flow

• Identifying segments of code for reuse. *Hint* P1 & P2 should use the same code where applicable.

10 Points for Documentation

- Well Thought Out Comments that describe the purpose of functions, conditional statements, and loops.
- Descriptive Variable Names

40 Points Total

Please refer to the sample output to view what is expected from you.

Normal Game Example

```
Welcome to Tic-Tac-Toe
Player 1 turn 'X'
 \perp
 Which Row would you like?
Which Col would you like?
Player 2 turn '0'
X | |
 \perp
 Which Row would you like?
Which Col would you like?
Player 1 turn 'X'
X | |
0||
 Which Row would you like?
Which Col would you like?
Player 2 turn '0'
X| |
0 | X |
 Which Row would you like?
Which Col would you like?
Illegal Move
Which Row would you like?
Which Col would you like?
Player 1 turn 'X'
X| |0
0 | X |
Which Row would you like?
Which Col would you like?
X Player Wins!
X| |0
0 | X |
| |X
```

Cat's Game Example

```
Player 1 turn 'X'
ol İx
|X|
Which Row would you like?
Which Col would you like?
Player 2 turn '0'
0| |X
X|X|
Which Row would you like?
Which Col would you like?
Player 1 turn 'X'
O| |X
x|x|o
Which Row would you like?
Which Col would you like?
Player 2 turn '0'
0| |X
x|x|o
Which Row would you like?
Which Col would you like?
Player 1 turn 'X'
0|0|X
x|x|o
Which Row would you like?
Which Col would you like?
Cat's Game!
0|0|X
X|X|0
o|x|x
```